

BEAUCOUILLOn

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Beaucouillon is a tri-weekly journal of multi-player wargames and simulations published and edited by Dick Trtek of 2728 S.E. Main, Apt. 1; Portland, Oregon 97214. Subscriptions are \$1 for 6 issues; game fees are \$4 for all games offered.

So....

This is the first issue of Beaucouillon, a trial balloon hopefully not made with a high lead content. After playing Diplomacy and other games postally over most of the past five years, I have finally succumbed to the urge to put out a little zine of my own, and this is it. Should I like to be at this end of postal gaming, Beaucouillon will be around to stay if the readership is there. If not, then the games begun will be dutifully adjudicated to the finish, and I will then fade away like an old dittozine, as a publisher/GM, anyway.

For the time being, I'll be going with ditto masters. With luck, though, I expect to go to mimeo by late in the year, for those who note such matters. The subscription rate will likely rise just a bit at the time of that conversion, but for the "Ditto Era," the rate will remain at 6/\$1. Game fees, meanwhile, will stand at \$4 per player, and right now I'm offering openings of these games:

Diplomacy: Regular game, 7-player board;

Kingmaker: 6-player board, tentative postal rules are in this issue;

Russian Civil War: 6-player board under the standard SPT postal rules;

Conquistador: 5-player version, or 3-player also if some want it, under

postal rules to appear next issue but briefly discussed elsewhere in this issue.

Beyond that, I'm willing to listen to suggestions for running other games, or attempting to adapt games for postal play, and I'm ready to make Beaucouillon open to playtesting experiments. But let's not get overextended. I wanted to say something about press releases. For me, this has often been half the fun, or even more, and I certainly will encourage press high in quantity and quality, but realistically the level of press will be dependent on what the players and readers are willing to contribute. But I can still keep my fingers crossed.

Oh, and if you haven't guessed by now, this issue is being sent out to literally, gee, a few souls as combination flyer and sampler. If you want to receive the second issue of Beaucouillon, with all the great features that I don't have the slightest idea of what they'll be, you'll have to subscribe. Or enter a game. Or trade, if you're a publisher and something can be worked out. So do it, quick. I didn't buy all these self-adhering labels for nothing.

First off, we'll hit the big item of this issue, which consists of the proposed rules for postal Kingmaker. So, turn the page....

2. Initial Treaty Phase: Players may cancel alliances, effective immediately, and the cancellation will be publicly reported to all players. In the case of treaties involving more than two players, only the player who submits a cancellation order will be considered to have withdrawn; the alliance among the remaining members will still be in effect.
3. Movement Phase:
 - a. First Free Movement Segment: All movement orders which begin with movement that does not require the expenditure of movement points is executed up to the point where such expenditure would begin. Free movement consists of attaching/detaching royal counters and transferrables, embarking/dissembarking ships, road movement, and movement between a town, city, or castle, and the land space which contains it.
 - b. First Non-free Movement Segment: All movement next in sequence which costs movement points is executed for the first movement point only.
 - c. Point Record Segment: The "movement points expended" is recorded as "1."
 - d. Segments a, b, and c are repeated four times, with the obvious substitution of "second, third, etc." and "2, 3, etc." in place of "first" and "1."
 - e. Segment a is repeated a fifth time.
 - f. If any free move cards are played, Segments a through e are repeated once again.
 - g. A force is defined as one or more nobles which are considered stacked together. Nobles controlled by the same player or by players in alliance are not automatically joined as one force if they are in the same space. The player or players concerned must submit orders specifying such a merger, which will remain in effect indefinitely until the nobles involved are ordered to execute different movements or the merger order is revoked.
 - h. Land spaces with castles, cities, or towns within them are considered to be distinct from those castles, cities, or towns. The latter will be distinguished by the addition of "Castle, City, or Town" to the space name; thus: Tickhill and Castle Tickhill, York and York City, Durham and Durham Town. A force ordered to "Tickhill" would go to the space surrounding Castle Tickhill, not to inside the castle.
 - i. Events which occur during a period of adjudication in which the point expended number remains constant are considered to be simultaneous. This period, therefore, extends over a free movement segment and the following non-free movement segment.
 - j. If a force finds itself in the same land space as an unengaged force of an opposing player at the same time, that force will be halted and no more of its movement plot will be executed. It is then paired with the opposing force for combat in the following Combat Phase. Such pairing is called "engaging," and the forces so joined are termed "engaged."
 - k. If more than two opposing forces are in the same space simultaneously, they will be engaged by the GM according to strength, with the strongest engaged with the second strongest, third with fourth, etc. Ties will be broken by die roll. Should this leave an odd force unengaged, that force will continue to execute its movement plot.
4. Combat Phase:
 - a. Designation segment: The attacker and defender are determined. In the case of one force moving into a space already occupied by the second one, the former is considered the attacker. If both forces move into the combat space during the same free movement segment or non-free movement segment, then the attacker will be that force which has the larger screening party. Ties will be broken by GM die roll.

b. Players need not commit all nobles in a force to battle. One must, however, commit at least one and submit that designation to the GM along with movement orders for each force on the board; failure to do so will result in commitment of all nobles to battle. The nobles committed to battle are called the screening party.

c. A force which is engaged may not take part in a siege.

d. Resolution Segment: All combat and sieges are resolved under the basic rules and using the predrawn sequence of battle results. Order of adjudication will be determined by GM die roll. Nobles killed will be determined using the Nobles Killed Table of the advanced rules.

5. Parliamentary Summons Phase: A player meeting all requirements may call a session of Parliament. The orders for such a call must include issuance of writs, the list of nobles proposed as recipients of awards, and the awards to be given each. This information will be announced by the GM.

6. Final Power Phase: Players may trade or transfer unplayed nobles held in their hands, or

7. Final Treaty Phase: Players may enter into alliances with other players. Players so allied are termed "friendly;" those not allied are called "opposing." Treaties are considered to be in effect immediately and indefinitely until cancelled.

8. Card Distribution Phase: This occurs only if Parliament has not been successfully called into session in Segment 5; rather, Phase 5.

a. Crown Card Segment: The GM will allot one crown card to each player sequentially in alphabetical order of designation. The allotment to each player will be reported to that player only.

b. Events Segment: One event card will be drawn for every two players in the game. These cards will be allocated to half the players, one card to a player. The other players will receive event cards in the Events Segment of the following turn, alternating throughout the game. The results of the cards will be applied immediately.

B. Parliamentary Game Turns are divided into four phases:

1. Pre-parliamentary movement phase: Players may move to Parliament those nobles capable of doing so.
2. Voting Phase: Players cast the votes of their nobles in play either "aye" or "nay" on each proposed award. A recipient will receive his award only if the "ayes" are greater in number than the "nays." Votes not cast or cast improperly will not be counted at all.
3. Post-parliamentary Movement Phase: Players may order nobles attending Parliament back to their respective home castles. Nobles not ordered to move from the site of Parliament will be exempt from the "engaging rule," III.A.3.j, during the following Regular Game Turn as long as they remain in the site of Parliament or the surrounding land space. This exception applies only for the following turn. It also applies only to the attending nobles among themselves; non-attending nobles or attending nobles who returned to castles may enter the space and engage the remaining forces. The exemption is also removed if players specifically order to have a noble engage another; the player so ordering the attack is considered the attacker.
4. Card Distribution Phase: This will be executed by the GM in the manner outlined previously for the regular game turn.

IV. In the event of any paradoxes in play, errors of adjudication, or other problems, players will notify the GM immediately, or vice versa, and the difficulties will be resolved in a rational manner that strives for consistent fairness.

FOR A NEW GAME: AN AFTERWORD

Just in case the last three pages were confusing, let me list just the proposed sequence of play alone:

For Regular Game Turns:

1. Initial Power Phase
 - a. Hangman/Pardon/Execution Segment
 - b. Royal Segment
 - c. Defection Segment
 - d. Cards in Play Segment
2. Initial Treat Phase
3. Movement Phase
4. Combat Phase
 - a. Designation Segment
 - b. Resolution Segment
5. Parliamentary Summons Phase
6. Final Power Phase
7. Final Treaty Phase
8. Card Distribution Phase
 - a. Crown Card Segment
 - b. Events Segment

For Parliamentary Game Turns:

1. Pre-parliamentary Movement Phase
2. Voting Phase
3. Post-parliamentary Movement Phase
4. Card Distribution Phase
 - a. Crown Card Segment
 - b. Events Segment

These rules are the result of a great deal of thought, as well as participation in postal Kingmaker games in Will McCullum's J.J.P. Still, it's likely that I've made an error or cast a judgment that isn't a good one. So, I encourage comment by anyone interested, particularly those who (hopefully) will sign up to play. Offhand, I can see problems with engaging several forces in the same space when there are various cross-alliance among the players, but we'll cross that moat when we get to it. These rules will work, I think, but we'll have to organize a game first to find out. (hint, hint)

POSTAL CONQUISTADOR: PRELIMINE TO NEXT TIME

In the second issue of Beaucoillon, I will publish the rules to be used for postal Conquistador. Two games are currently being play-tested in John Beardman's Inspire, and based on my experience as a player in one of them I'm inclined to adopt John's rules for this game. Again, those with an opinion are encouraged to share it with the rest of us.

IF THERE IS A NEXT TIME

Also in the second issue I expect to have one or two features, either articles or reviews, of related interest. Along those lines, I welcome submission of any contribution which you'd want to make. The limit on such articles is broad, to say the least. Or, to be blunt, I'll take almost anything.

And, finally, to give credit where credit is due, Conquistador and Russian Civil War are available from Simulations Publications, Inc., 142 East 23rd Street, New York, New York 10010; Kingmaker and St. Elmo's Fire are available from the Avalon-Hill Game Co., Baltimore, Maryland.